

# AQUARIUS

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Chapel Hill Publications

Rules & Info.

Aquarius is an extraordinary journal of postal Diplomacy, Bourse and Council of Nations published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9:00 p.m. and 10:30 p.m. (eastern time). No calls will be accepted on weekends or during the day. Sub rate to Aquarius is 12 issues for \$2.00. Limited Diplomacy game openings are now available for \$8 gamefee and \$2 in deposit which will be returned if you finish your game. Fifty cents will be deducted for each missed set of orders. Deadline for signing up is now extended to February 28, 1973. If necessary, a delay will be possible to fill as many of the positions available, not only in the Diplomacy game, but also in the Bourse and Council of Nations games.

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## INTRODUCTION TO AQUARIUS

This issue represents my last "introduction" to Aquarius. It has been a long and expensive campaign to get players and subbers. I am more interested in having Aquarius be a success rather than making money.

The purpose of this issue is to print all the rules and to mail them out to all previously interested parties. Also, as mentioned above, an extension of the deadline is being made to February 28, 1973. I forgot that many interested people do not get Impassable (in which the last issue set a deadline for February 23, 1973). A possible feature of Aquarius not mentioned elsewhere will be a prize for the best press writer. Also, if Aquarius' fame spreads and the idea of it succeeds, it could very well be that winners of press releases in the Johnny Awards may come from this zine! Who knows?

The rules will be printed on other pages than this, and if the space permits, separate from this sheet of paper. Now, I will discuss my philosophy behind Aquarius.

The philosophy of Aquarius has been a response to several ideas forming in my mind. First idea to pop up in my head was to have another gamezine, but one that would be unique and particularly outstanding. Call it brute ego or whatever, but I want to do better than I have done with Impassable.

The second idea to grow was that of the possibility of having a press oriented gamezine. I kept hearing about the old school of press writers being swamped by illiterate wargamers. Also, I have heard that previous attempts at press games have failed. So, I have accepted the challenge! In hopes of aiding the press production for Aquarius. I am introducing two side attractions/games in the Bourse and in Council of Nations. With the Bourse, previous attempts have also failed. So, this gamezine is really going against the trends and will be a major effort on my part to make it all succeed. The Council of Nations game is my creation for a pure diplomatic game based on politics. Also, it is unique in that the players will be allowed, within reason, to add or change the game from its starting set of rules. This aspect is entirely different and only time will tell if it is a good idea.

In essence, Aquarius is wildly experimental. In fact, it might be rough going if not enough people are playing in the other games. Therefore, an attempt will be made by this publisher to allow others to join the games later on or to write press/contributions.

No trades will be allowed. Why? Simply, I want to get as many writers as I can. This may or may not hurt the circulation/availability to many people. But, I don't want quantity in Aquarius! Quality is what I'm after!

I would like to ask all publishers who are receiving this issue, to publicize the zine as soon as possible. Stress the press possibilities because the regular Diplomacy game will mostly be filled whereas there will be lots of room in the other two games.

I want to thank everyone concerned who have encouraged me with their responses that I have been on the right track with this concept of mine. The future will rest all questions and arguments--and I hope that the verdict will be most favorable. Thank-you.

## INSTRUCTIONS!

To play in Aquarius' Diplomacy game you must submit the following:

1. Press sample for study
2. At least \$2 (the deposit)
3. A country preference list
4. Remember that deadline is now Feb. 28.  
If I don't have enough, I will wait until I do.

Those selected will be asked to send the rest of the money (\$8). The Diplomacy game will start as soon as possible after the deadline.

Game Fee: \$8.00

Deposit: 2.00

Deductions: .50

Deductions for missing a season's orders: .50 each! This applies only for the Diplomacy game.

Players in the Diplomacy game are automatically in the Bourse and C. of N. games.

## SUBSCRIPTION RATES & PRIVILEGES

If you don't want to play in the Diplomacy game, you can become a subscriber and play in the Bourse or C. of N. games (or both). Here, every attempt will be made to allow all subbers to play these two games. However, if there are more subbers than positions for the C. of N. game, those with the longest subscriptions will get first pickings.

Sub rate is: 12 issues for \$2.00

What subbers need to submit:

1. Sub money  
2. Country preferences for minor powers (named on mapboard) in C. of N. game, and alternative list for Bourse game should you not play in the C. of N. game.

3. Indicate whether you will act as standby for a major power in the Diplomacy game. If so, list your preferences for standby positions. You will be selected to back up one country only. You can request, however, that you be placed in the general pool for second standbys that will back up the 1st standbys whenever a missed set of moves occurs. Longest subbers comes first.

4. You will be allowed to write press only if you're playing either in the Bourse or C. of N. (or both) games.

5. If you wish to write "analyses of the game or of its press, write to GM/Publisher for possible arrangements.

6. Also, if you desire to contribute a regular column or feature of any sort, write the GM/Publisher for arrangements.

7. No trades will be allowed!

8. If you sub, you must play or write press each season. You can be dropped if you miss two seasons in a row--same as for the Diplomacy players! In your case, you'll lose the rest of your subscription, and will have to renegotiate your subscription to Aquarius with its publisher.

9. Indicate which games you want to play in. Either one or both games.

## AQUARIUS RULES

### Press Rules for all games

#### BYLINES

1. No black propaganda! This means that each player representing a country must identify himself as from that country. All that is needed is identification of origins of the press. This rule is partially extended for major powers in the regular game of Diplomacy. In regions of conquest, they may use bylines of the "conqueror." It must be clear who it is writing--from the Diplomacy player and not the C. of N. minor power player. Of course, the minor power player in C. of N. game is allowed to write press in the Diplomacy game.

2. All others in the Bourse game (only) without a country can apply for another country that isn't named on the mapboard. They can write press for these minor-minor powers.

3. Note that rules #1 & #2 refers only to official government reports and statements. This means, then, that a player can write "news stories" originating from other countries. No reference can be made to a government's statement or action from their "person" (that is, from the other player's person). You can, however, write from a people's viewpoint of their government (nasty, huh?). However, no verbal attack of any kind can be made on another country....originating from your "grey" propaganda. Example: The English player can write about the Polish People revolting against the Russian tyranny (if Russia still owns Warsaw), but he can't say anything about the Russian Government's military or political actions against other countries in the game. In other words, the English player can attack the Russian player via his controlled areas, but he cannot cause diplomatic trouble for Russia with other players in the game by having the Russian government or its affiliates attack other countries verbally.

4. It is the rule that bylines must be at least partly geographical to orientate the origins of the press.

## CONTENTS AND FORMAT

1. In an effort to increase the press in Aquarius, the first year of the Diplomacy game will be 1914. Thus, people will have more to relate to with actual history. This, I hope, will influence the press to be more historical.

2. Please create characters and stories, and please interact with other writers! This is a press oriented gamezine and press will be sorely needed.

3. The most important point to be made here is that press will be virtually unlimited. I say this because we will have almost 12 pages for it (unless we have a second game). However, in the unlucky (?) event that we have too much, restrictions will be announced by the publisher. With the large amount of press, I will require that you either print or type your press. It may be more helpful if you were to type them if your handwriting is bad. I can read poor typing better than poor printing. Besides, typing will give me a better idea of how much space your press will take.

4. Everyone will be allowed to write press! (Even the GM!) The GM will use Swiss bylines.

5. Let's keep it fun and not become vengeful with our press. I will automatically reject "hate" press.

## OTHER RULES ON PRESS

1. Players in the Diplomacy game are asked to submit a press format of their orders for the game. In addition, regular format of your orders will be required. The press format orders will be front page news, and the GM will also adjudicate in Press format. In any cases of apparent contradictions in press format adjudications and regular format adjudications, regular format orders will take precedent. It is less likely that I will err with the regular format. Official press adjudications by the GM will be from Switzerland and other places (maybe), with all having "(CHP)". Chapel Hill Press.

2. Press releases can be made conditional; And the GM/Publisher asks that use of this rule be made extensively. It will help to make the press more relevant to the events of the game, and to other press releases.

## OTHER FEATURES OF AQUARIUS

1. This publisher has found, that he can trace line drawings from 16lb. paper right onto the stencils to get a stencil drawing! Thus, artistic players can send in drawings of characters in their news, or of "political cartoons." Only restrictions are that it

fit into the three-column format, and that it be no larger than 4" in height.

2. Maps will be employed by the publisher as part of the gamezine reports. A full page map will be reproduced for the Fall Supply Center report, and possibly smaller maps will be used to cover interesting attacks/battles of the game.

## HOUSE RULES

1. These will be the same as for Impassable games. If you don't have one, you will get one.

2. There will be required, a deposit of \$2 from which .50¢ will be deducted for each missed season. What's left will be returned if you haven't dropped out of the game (or been dropped out by the GM).

NOTE! that if you do not have any Winter builds or removals, that you must either submit press or a statement of intent to continue playing the games. Otherwise, you will be deducted .50¢ for not doing so.

## WHAT KIND OF FORMAT?

In previous issues of Aquarius, I have used three-columns. Is this acceptable to most of you? Or, would you rather have a magazine format, that is, more freer in presentation in either three, two or one column pages with some physical layout worked out to make it look pleasing (something on the order of Armadillo?).

If you desire to have a voice, then tell me what kind of format you desire. Remember that the format cannot part too far from that of the time period and "newspaper" style. Three-columns' biggest advantage is to make use of a multiple set of headlines for all the press contributions we hope to be getting. If we didn't use it, many "news articles" will not make it on the front page.

Lest we do not do what you want, tell us! Otherwise, we'll continue along our own pattern which we have set.

The Rules for the Bourse and C. of N. games are on the next two pages. Somehow, I have to fill this space up. Might as well use some quotes.

History is indeed little more than the register of the crimes, follies, and misfortunes of mankind.

--Gibbon, Decline and Fall of the Roman Empire.

## Aquarius Bourse Rules

1. The Bourse will be open for sales and purchases immediately after the publication of the player/country assignments of the regular Diplomacy game. It will remain open until the conclusion of the game. Orders may be sent in for each game deadline. Orders will be taken for the season in which it is received by the publisher/gamesmaster. If the orders comes late for one deadline, they will be held for the next season. (This is equivalent to operating a stock market on a daily basis during "business hours.")

2. Players in the Bourse from its beginning will each be credited with 1000 English pounds, 1000 French francs, 1000 German marks, 1000 Italian lire, 1000 Austrian crowns, 1000 Russian roubles and 1000 Turkish piastres.

3. Players may join the bourse at any time and receive 1000 units of each country still in the game. The players of the game as well as outsiders will all be allowed to play the Bourse (by the game, I am referring to the central game of Diplomacy).

4. All purchases and sales must be in blocks of 100 units.

5. At game's beginning the sale value of any currency is 1 diplodollar per unit, i.e. 100 diplodollars for a block of 100 units of any of the game's currencies.

6. Every sale of 100 units lowers the price by 1 diplodollar (for the block as a whole--to 99, for example). Every purchase of 100 units similarly increases the price by 1 diplodollar per 100 units. The differential of 1 diplodollar per 100 units between purchase price and sale price remains constant through the game (that is, the change per block of 100 units--either in sale or purchase will always effect a change of 1 diplodollar)

7. Whenever the elimination of a country in the game occurs, further trading in its currency will be outlawed in the Bourse, and all holdings in that currency will become valueless.

8. At game's end, the currency of the winning country will be converted to Eurodiplothalers at the rate of its number of supply centers times each 100 units of that country's currency. Example: When game ended, the current market price of English pounds may have been 125 diplodollars per 100 units, but with 18 supply centers, the same 100 units of English pounds is converted into 18 Eurodiplothalers. All other surviving countries' currencies will be converted at the rate of their number of supply centers. The winner of the bourse is the player with the most Eurodiplothalers.

9. Sale orders will be made in blocks of 500 or less per deadline/round. Purchase orders normally have no limit other than the limit of the resources of the Bourse player.

10. For simplicity's sake, no short sales or margin buying will be allowed.

11. Orders to "sell all" or "buy as many as possible" will be interpreted as having no meaning and will not be enacted upon. To be used, orders must indicate which currencies you are buying or selling, and how many blocks of 100 units you are buying or selling in any currency. If you don't have sufficient amount of money from sales to cover purchases, the maximum possible purchase will be rendered by the broker and "left over cash" in the currency in which you attempted to sell will be returned and credited to your account.

12. Buy and sell orders may be in any form convenient to the Bourse player. They may be categorical or conditional. Conditional orders may be based on price, e.g. "Buy marks of below 65" or conditional on the moves of the game, e.g. "Buy marks if Germany builds a Fleet Kiel, not otherwise." In all circumstances, you must indicate amount of sale or purchase.

13. For each deadline/season, the orders will be compiled and computed to determine the fluctuation of the market prices for the currencies. If, for example, purchases of 600 units and sales of 500 units were made for Spring 1904 of marks, the value of the mark will increase over its Winter 1903 value. This is because 100 units more were bought than sold. The price raises by one diplodollar per 100 units. Sales and purchases thus will be compared to get a market change for each currency and the new value will be applied for all orders in the next season.

14. Each Bourse player will receive, with Aquarius, the listing of his holdings, all orders made, and market fluctuations.

15. Bourse will be called, Bank of Europe, and orders are to be made to Bank of Europe.

16. If there are less than 10 players, the price change will be doubled to 2 diplodollars per 100 units for each change in sale/purchase of 100 units. This will be done whenever the number of players drop below 10. If it rises to 10 or more, the change factor will revert to 1 diplodollar per 100 units.

## Aquarius Rules for Council of Nations

1. Each player starts with 500 "prestige points." Each Spring, each player representing a country will receive an additional 50 points.
2. Each game season, each player must allocate 50 "prestige points" on available motions. If you do not allocate 50 points, you lose 50 points from your running total. There are three voting seasons each year: Spring, Fall, and Winter. However, motions have three steps or season which they must go through:
  - a. Introduction and supporting debate
  - b. General debating of the Council of Nations
  - c. Votes and results (along with your allocations for that season)
- Each season of the game year will then have motions in varying stages.
3. If you introduce a motion (not required), you must allocate at least 10 points for its approval. You cannot vote it down. (Each player has one vote for each motion) The advantage to making your own motion is that if your motion is approved, you get double the points you placed upon it. If your motion is defeated, you only lose what points you placed on it.
4. On other players' motions, you can allocate points for either approval or defeat and vote anyway you wish. You need not vote and can abstain. If the "vote" goes against your allocation, you lose the allocated amount of points you placed on that motion. If you "won" you gain an equal amount of points to that which you placed on the motion. You, of course, also get your allocation back along with the gained points. There is no limit as to how many prestige points you allocate, you must allocate at least 50 points per season.
5. One type of points giveaway is allowed in this game. You are allowed to give all or any portion of your annual 50 points that you get to any of the other players. This may be done for a deal or whatever have you. However, you must have this written out as an order during the winter season. You can never give away points if you are dropping out of the game. So, if you dropped out the following season (Spring) after you gave away your Spring 50 points, the other player does not get the points/gift. Your "gift" can be made conditional on any reason except for future votes.
6. One last additional way to make prestige points is to be elected as General Secretary. The election for this office takes place in Winter of each year. For being GS, the player receives 10 prestige points each season or 30 for the year of his term. A plurality of the votes will gain you the office. No one needs to be nominated--the GM just calls for the votes each winter.
7. When allocating prestige points, it is not necessary to allocate points on each motion being voted upon that season. Also, motions can be introduced in any season.
8. If you run into debt, you are prohibited from making motions and on voting as well as on allocating points until you have made up your debts from your yearly quota of 50 points. However, you can be elected as General Secretary.
9. Motions will have the full power of the C. of N. The extent of this power will be determined by the GM. It is his intention to make the game unique by having the C. of N. games start with these basic rules as outlined here, but to allow the players to change the rules, etc. of the game. Of course, as with all other motions, a simple majority is required and the GM must approve of the motion. For this rule and all other motions, a simple majority is that of the votes received. There is no quorum required. If you didn't vote, that's your tough luck (even though it may be less democratic).
10. Deals among the players are allowed. GM must have votes from each player along with their allocations of prestige points each season (you may abstain from voting if you wish) or the player loses 50 points. Ties in voting do not count and no one gains or loses points.
11. Propaganda will be allowed.
12. The winner of the game is the player with the most prestige points at the end of the Diplomacy game.
13. GM will be allowed to introduce motions to help keep the game going.
14. Not to forget: Each player is allowed to introduce only one motion per season.
15. The GM reserves the right to change the rules if any contradictions or loopholes or any other unsatisfactory circumstances occurs during the game.
16. Preference lists are required for those playing the minor countries in this game. Propaganda is restricted to your country's byines and no black propaganda will be allowed.

